

Brev om samarbeid med Gaymer

Til

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[English below]

Hei

Håper jeg kommer frem til riktige personer. Jeg skriver på vegne av Gaymer, som er en aktivitetsgruppe for skeive spillinteresserte. Gaymer ble startet opp som prosjekt under FRI Vestland våren 2023, og samarbeider med Spillhuset Bergen. I den anledning ønsker jeg å nå ut til ulike aktører og organisasjoner.

Vennlig hilsen

Vilde Fonn Dretvik (hun/hen)
Styremedlem, og Gaymer hovedansvarlig
FRI Vestland
FRI - Foreningen for kjønns,- og seksualitetsmangfold
Strandgaten 6, 5013 Bergen

[English]

Greetings

I am writing on behalf of Gaymer, which is an activity group for queer gaming enthusiasts. Gaymer was started as a project under FRI Vestland in the spring of 2023, and collaborates with Spillhuset Bergen. On this occasion, I want to reach out to various places and organisations.

Since its inception, there have been events of the game cafe type at Spillhuset Bergen where queer people can meet and have a cozy physical meeting place and play games together. At the moment, I have sole responsibility for the activity group and know that I would like to have more people to collaborate with in order to increase the capacity and lighten some load.

There are 3 things I would like to collaborate on, or get help with:

1. Volunteers and committee/working group. If you know someone who would like to volunteer and/or share the responsibility of creating a Gaymer event, I would be happy to get help. Volunteers and committee will come up with suggestions for social activities, charity streams of the type that Games Done Quick does, and/or start and run queer e-sports teams and the like, in addition to helping with the game cafe events at Spillhuset Bergen. The committee will also be relevant to the next things I wish for Gaymer to do.
2. Panel talks about: queer characters in games, queer game developers, queer culture, and other things that might be interesting for game enthusiasts who are also queer. The panel discussions will either be physical at e.g. Spillhuset Bergen or digital.
3. Queer game festival. In time, it will also be desirable for Gaymer to be able to provide advice on queer characters, contribute to game tests, and travel to various places and events, which contribute to the government's strategic plan for games[1] with a queer perspective. There are currently only approx. 2% of characters in games who are represented as queer [2], which is far lower than what is assumed to be the percentage of queers in the population, and as a gamer (1 in 5 gamers are queer according to GLAAD's report). That queer representation in games and gaming culture can be

improved is also confirmed in the qualitative research project "Queer game developers and players" from UiO [3]. One possibility to improve these shortcomings is to be able to organize a queer game festival/expo to contribute to increased visibility and representation in games, with Gaymer as the main organizer or coordinator.

It may not be everything I write above that is relevant for all parties, and the last point may not be achievable and will take time to plan, but all points are something Gaymer wants to achieve together with you. Hoping for positive feedback; if desired, meetings are always possible, physically or digitally, and I can send Gaymer's guidelines to those who wish. Please also see the attached Gaymer poster.

Sincerely

Vilde Fonn Dretvik (she/her)
Board member, and Gaymer principally responsible
FRI Vestland
FRI - The association for gender and sexuality diversity
Strandgaten 6, 5013 Bergen

Ref:

1. likestillingsdepartementet, K.- og. (n.d.). Tid for spill - regjeringens dataspillstrategi 2024-2026. Hentet fra <https://www.regjeringen.no/no/dokumenter/tid-for-spill-regjeringens-dataspillstrategi-2024-2026>
2. 2024 GLAAD Gaming Report: The State of LGBTQ Inclusion in Video Games. (2024). Hentet fra <https://glaad.org/glaad-gaming/2024/>
3. Østby, J. J. (2023). Skeive spillutviklere og spillere: mangfold og inkludering av skeive i dataspill, spillutvikling og spillkulturen. Hentet fra <https://www.duo.uio.no/handle/10852/104671>